GAMER

HALF-LIFE

FRANCHISE SPECIAL

GAMER

Timeline

1998 Half-Life

1999 Half-Life: Opposing Force

2001 Half-Life: Blue Shift

2001 Half-Life: Decay

2004 Half-Life: Source

2004 Half-Life 2

2004 Half-Life 2: Death-match

2005 Half-Life 2: Lost Coast

2006 Half-Life Death-match: Source

2006 Half-Life 2: Episode One

2007 Half-Life 2: Episode Two

HALF-LIFE

HALF-LIFE

GAMER

Half-Life is a 1998 first-person shooter game developed by Valve Corporation and published by Sierra Studios for Windows.

It was Valve's debut product and the first game in the Half-Life series.

HALF-LIFE

HALF-LIFE

GAMER

The player assumes the role of Gordon Freeman, a scientist who must escape from the Black Mesa Research Facility after it is invaded by aliens following a disastrous scientific experiment.

The gameplay consists of combat, exploration and puzzles.

HALF-LIFE

HALF-LIFE

GAMER

Valve was disappointed with the lack of innovation in the FPS genre.

Valve aimed to create an immersive world.

Unlike other games at the time, the player has almost uninterrupted control of the player character.

HALF-LIFE

HALF-LIFE

GAMER

Valve developed the game using a heavily-modified version of the Quake engine.

Which was licensed from id Software.

Half-Life received acclaim for its graphics, gameplay and narrative and won more than 50 PC Game of the Year awards.

HALF-LIFE

HALF-LIFE

GAMER

It is considered one of the most influential first-person shooter games and one of the greatest video games ever made.

By 2008 it had sold more than nine million copies.

Half-Life inspired numerous fan-made mods, some of which became standalone games.

HALF-LIFE

HALF-LIFE

GAMER

Half-Life includes online multiplayer support for both individual and team-based death-match modes.

HALF-LIFE

GAMER

Half-Life: Opposing Force is an expansion pack for the first-person shooter game Half-Life.

It was developed by Gearbox Software and published by Sierra On-Line for Windows on November 19, 1999.

Opposing Force was the first expansion for Half-Life .

Opposing Force portrays the events of Half-Life from the perspective of a U.S. Marine, one of the enemy characters in the original.

The player character, Adrian Shephard, is sent in to neutralize the Black Mesa Research Facility when a scientific mishap causes it to be invaded by aliens.

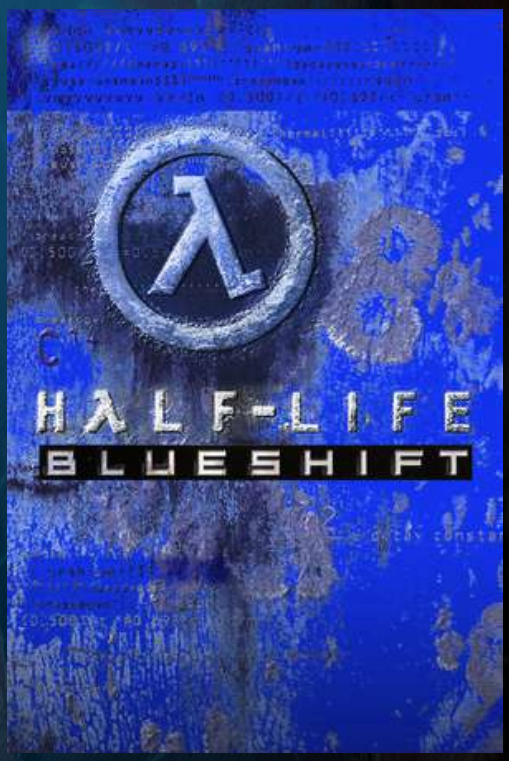
but quickly finds that the Marines are outnumbered and slowly being beaten back by a second alien race and black operations units.

Opposing Force was received well by critics, with many describing it as the new benchmark title for expansion packs.

HALF-LIFE

GAMER

Half-Life: Blue Shift is an expansion pack for the first-person shooter video game Half-Life (1998).



It was developed by Gearbox Software and published by Sierra On-Line.

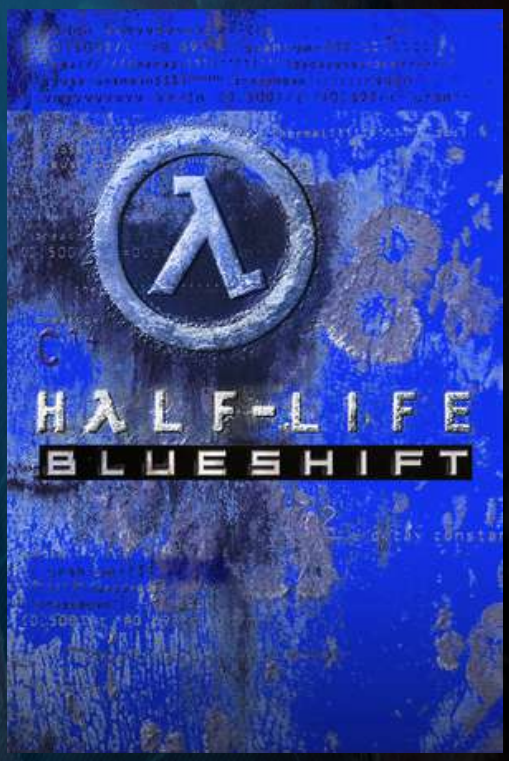
Blue Shift was the second expansion for Half-Life, originally intended as part of a Dream-cast port of Half-Life.

Although the Dream-cast port was canceled, the Windows version was released as a standalone product on June 12, 2001 for Windows.

It was released on Steam on August 24, 2005.

HALF-LIFE

GAMER



Blue Shift returns to the setting and events of Half-Life, but portrays the story through the eyes of another character.

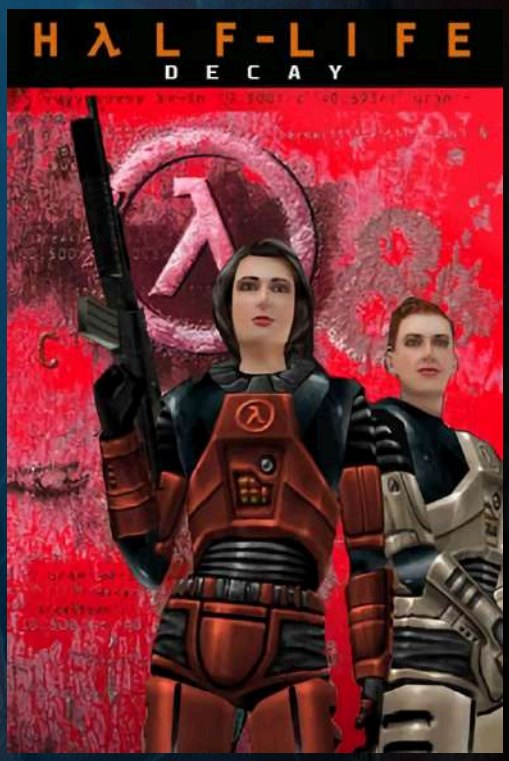
Barney Calhoun is employed by the Black Mesa Research Facility and must fight his way to safety during an alien invasion.

Blue Shift also includes a graphics pack that upgrades the Half-Life models and textures.

Blue Shift received mixed reviews.

Many reviewers were critical of the short length and lack of new content, although the new graphics were praised.

GAMER



Half-Life: Decay is a multiplayer-only expansion pack for Valve's first-person shooter Half-Life.

Developed by Gearbox Software and published by Sierra On-Line, Decay was released as part of the PlayStation 2 version of Half-Life in 2001.

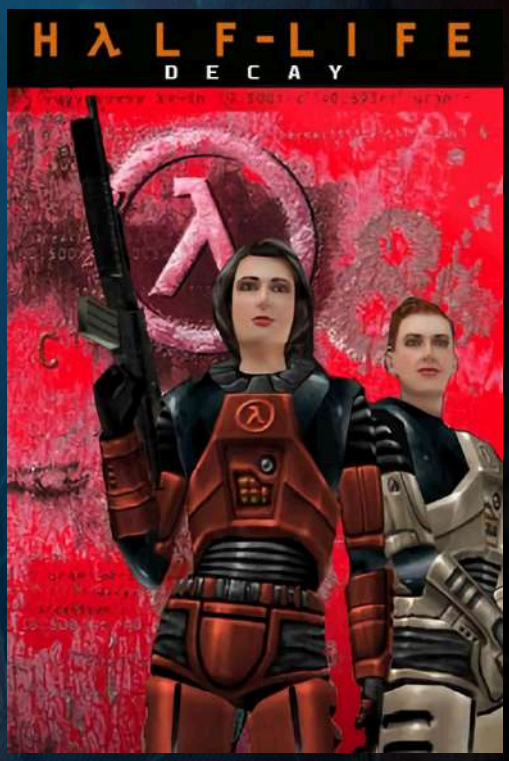
Decay returns to the setting and timeline of the original story.

Decay is a cooperative multiplayer game, designed to be played by two people working together to pass through the game's levels.

HALF-LIFE

GAMER

Decay was not a critical success, but was received with some positive reviews.



Decay is played in a split screen mode, as seen here.

As is the case with the other games in the Half-Life series, Decay is a first-person shooter.

Like the original title it is based on, Decay requires players to engage in combat with hostile non-player characters and complete various puzzle solving tasks to advance through the game.

HALF-LIFE

GAMER

Half-Life: Source is a re-release of the 1998 Half-Life game based on the more modern Source game engine with a number of innovations in graphics and gameplay.

The re-release was developed by Valve Corporation and released in 2004 through the Steam digital distribution system.

HALF-LIFE

HALF-LIFE

GAMER

The plot of the game is completely consistent with the plot of the original Half-Life and tells about an incident in the Black Mesa Research Center, located in the US state of New Mexico.

Half-Life was released for the Source version as a standalone game.

HALF-LIFE

Half-Life: Source has been criticized for not showing the full quality of the Source engine.

This is mainly due to the fact that textures and models from the original game were used, rather than new ones or models from Gearbox Software's High Definition Pack, which came with Half-Life: Blue Shift.

HALF-LIFE

GAMER

Half-Life 2 is a 2004 first-person shooter game developed and published by Valve Corporation.

It was published for Windows on Valve's digital distribution service Steam.

Like the original Half-Life 1998 Half-Life 2 combines shooting, puzzles, and storytelling, and adds new features such as vehicles and physics-based gameplay.

The player controls Gordon Freeman, who joins a resistance to liberate Earth from the Combine, an interplanetary alien empire.

HALF-LIFE 2

HALF-LIFE

GAMER

Half-Life 2 was released on Steam on November 16, 2004.

Half Life 2 Has Won over 30 Game of the Year awards and has been cited as one of the best games ever made.

It was ported to Xbox, Xbox 360, PlayStation 3, macOS and Linux.

By 2011, it had sold 12 million copies.

The player starts without items and widens their arsenal over the course of the game.

While the game is mainly linear, effort was put into making exploration rewarding.

HALF-LIFE 2

GAMER

After the alien invasion at the Black Mesa Research Facility, a multidimensional alien empire known as the Combine invaded and subjugated Earth.

Approximately twenty years after being placed in stasis, Gordon Freeman, the player character, is awoken by the G-Man, who cryptically informs Gordon that "his time has come again.

GAMER

Valve made a 1 GB portion of Half-Life 2 available for download in an encrypted format through Steam on August 26, 2004.

On the day of release, Steam customers were able to pay, unlock the files, and play the game immediately, without having to wait for the game to download.

HALF-LIFE

GAMER

Half-Life 2: Deathmatch is a multiplayer first-person shooter video game developed by Valve.

Released on Steam on November 30, 2004, it uses many of the assets from Half-Life 2 and its Source engine.

It features new levels, optimized for multiplayer arena play, and a few new weapons.

Also included are portions of the game's source code, which were the basis for many early Source-based multiplayer modifications.

HALF-LIFE 2

HALF-LIFE

GAMER

The game is the successor to the popular multiplayer component of the original Half-Life.

but is offered as a separate product from Half-Life 2.

Death-match, like Half-Life's multiplayer, does not develop any part of the plot or story of the Half-Life series.

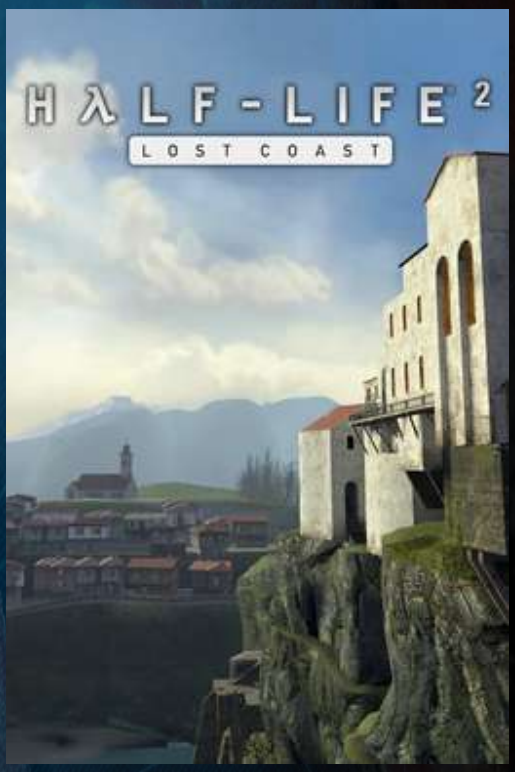
The aim of the deathmatch is simple: the player must kill other players to score points.

Half Life 2: Deathmatch was well-received upon its release, with reviewers praising its inclusion of the gravity gun.

HALF-LIFE 2

HALF-LIFE

GAMER



Half-Life 2: Lost Coast is an additional level for the 2004 first-person shooter game Half-Life 2. Developed by Valve.

released on October 27, 2005, through the Steam content delivery service as a free download to owners of the Windows version of Half-Life 2.

Players control the Half-Life protagonist Gordon Freeman as he travels up a coastal cliff to destroy a Combine weapon in a monastery.

Lost Coast was generally well-received by video game critics.

HALF-LIFE 2

HALF-LIFE

GAMER

2006 Half-Life Death-match: Source

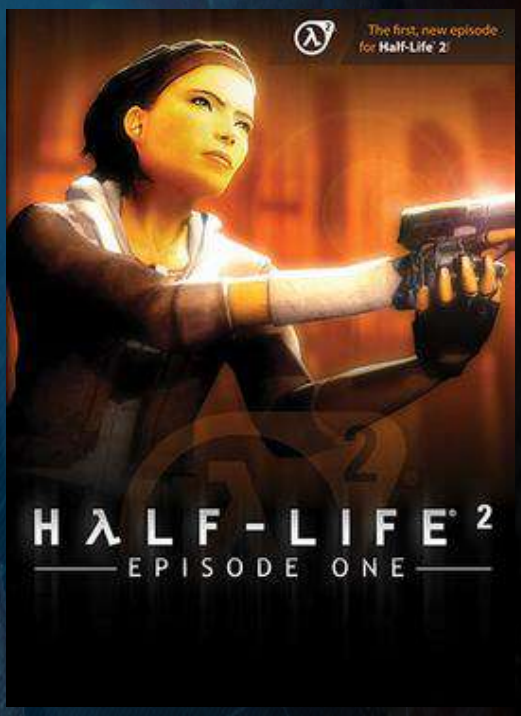
Half-Life Deathmatch: Source is a recreation of the first multiplayer game set in the Half-Life universe.

It features all the classic weapons and most-played maps, now running on the Source engine.

Half-Life Death-match: Source was generally well-received by video game critics.

HALF-LIFE® 2

GAMER



Half-Life 2: Episode One is a 2006 first-person shooter game developed and published by Valve for Windows.

It continues the story of Half-Life 2 (2004); as scientist Gordon Freeman, players must escape City 17 with Gordon's companion Alyx Vance.

Like previous Half-Life games, Episode One combines shooting, puzzles and storytelling.

Episode One received mostly positive reviews.

HALF-LIFE 2

GAMER

Half-Life 2: Episode Two is a 2007 first-person shooter game developed and published by Valve.

Following Episode One (2006), it is the second of two shorter episodic games that continue the story of Half-Life 2 (2004).

Players control Gordon Freeman, who travels through the mountains surrounding City 17 to a resistance base with his ally Alyx Vance.

HALF-LIFE 2

GAMER

Episode Two was released on 10 October 2007, for Windows on Valve's distribution service Steam, and as a part of The Orange Box, a compilation of Valve games for Xbox 360 and PlayStation 3.

The PlayStation version was produced by Electronic Arts. Episode Two received positive reviews.

HALF-LIFE® 2